The Defender: This is the team that is trying to block and intercept the ball from the attackers.

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Intercepting: When you team is defending, the only way to score points is by intercepting the ball. Your Goal Keeper has the best chance of intercepting the ball. Remember that you always want to be where the ball will be, not where the ball is. This goes for any player on the field trying to intercept a ball. Don't charge for the ball. Draw a line in your mind between where the ball is and where the ball will be. Then move to the closest point on the line. This is where you want to be to complete an interception.

Dribbling: Dribbling is exactly as it sounds. The ball moves like water dribbling between rocks in a stream bed. A player must keep the ball under tight control on a zig-zag run between opposing players. It isn't easy, but practice makes perfect. Sometimes it is better to pass the ball to another player in a better position to make the goal.

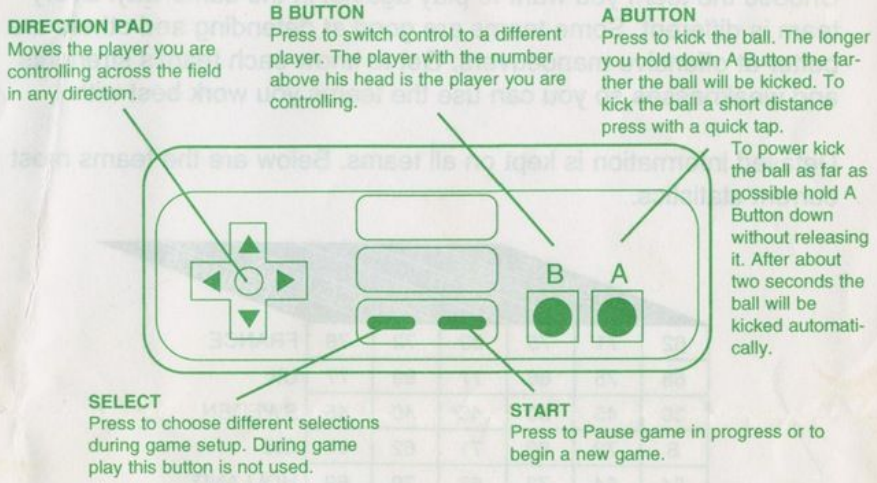
Scoring points: Scoring points is simple to understand. For every goal that a team makes one point will be added to the score shown on the lower right of the screen.
The small screen at the bottom of the display is a BIRDS EYE VIEW of the field from the AVE Skycam. This view lets you see the big picture. You keep an eye on every player, both attacker and defender, on the field.
Watch for team mates open to accept a pass, or the best paths for dribbling and shooting. Try to always think several steps ahead. Decide where the best place to be is and act quickly. Control the game, don't let the game control you.

Timer: Shows you how much time is left in the half.

Halftime: Every game is divided into halves of equal time. During half time the cheerleaders will entertain the fans and give your players a chance to rest before the final half of the game begins.

SOCCER INSTRUCTIONS

Make sure the power switch on your control deck is turned off. Insert the Soccer cartridge and turn the power switch on. From the title screen press START to begin a game.



From the SET-UP screen you can choose the type of game you want to play. Pressing SELECT will let you switch between the Gold Cup play-offs where you can compete against any of the top eight teams. Or choose the Ultimate League Finals and go up against the top four teams in a battle for the world title.
Press A Button to continue.

Now you must choose the number of players. Press SELECT to choose:
1P vs Com: For single player action against a computer controlled team.
1P vs 2P: For intense two player head to head competitive action.
Com vs Com: Which lets the computer control both teams, so you can watch how different teams fair against one another.
Press A Button to continue.

Now pick which great international soccer team you want to control. As the direction pad is moved up, down, right or left the flag of the selected country will flash and the team's statistics will be displayed. Press A Button to select your team.

Choose the team you want to play against in the same way. Every team is different. Some teams are good at defending and others are better at offensive manoeuvers. Get to know each team's strenghts and weaknesses so you can use the teams you work best with.

Detailed information is kept on all teams. Below are the teams most current statistics.

OFFENSIVE	DEFENSIVE	SPEED	SKILL	ACCURACY	EXPERIENCE	
62	71	75	69	72	78	FRANCE
68	75	66	77	89	77	UK
39	45	80	45	40	45	SWEDEN
8	72	82	71	62	77	CIS
54	64	73	63	70	69	HOLLAND
45	63	67	83	60	66	SCOTLAND
37	56	57	54	53	58	YUGOSLAVIA
71	83	85	64	80	88	GERMANY

Offensive: Shows your team's ability to intercept passes and penetrate defensive lines.
Defensive: Represents your team's history at defending an attack.
Speed: The average speed that your team's players run.
Skill: How well your team can dribble and pass.
Accuracy: Your team's ability to pass and shoot the ball.
Experience: The team's over all rating.

Team Uniforms: Use the Direction Pad to select your team colours. Press A Button to continue.

Time: Press SELECT to choose how long you want the game half to last - 15,30 or 45 minutes. Press A Button to continue.

Team Formation: Pressing SELECT chooses the different formations for your team. Some formations are better for attacking, others for defending. The information you choose will be decided by your overall strategy.
Press A Button to continue after you have selected your formation.

A soccer team is made up of 11 players. A formation is made up of 3 main sections. Team members protecting their goal and covering the rear of the field are called Fullbacks. Players covering the front of the field are called Forwards. Players covering the area between these two areas in the centre of the field are the Linkmen. With Ultimate League Soccer you can choose any one of three formations.

In Soccer you start from the back when translating formations. For instance a **424** means **FOUR** Fullbacks guarding your goal, **TWO** Linkmen in the centre of the field and **FOUR** Forwards.

424: This formation is particularly good for attacking with four Forwards and two Linkmen that can both attack and defend. The Fullbacks are defenders.

433: This is a good general purpose formation. With more players at the rear than the front, this is a good formation when the team you are playing has statistics similar to your own team.

442: This is a defensive formation with most players covering the rear of the field. Use the 442 when you are playing a team with strong offensive ability.

The object of Soccer is to get the ball into the opponent's goal, while keeping the opposing team from getting the ball into your goal. At the end of the second half the team with the highest number of goals wins the game.

The Attacker: This is the team in control of the ball. The attacking team must penetrate the defending team's lines and make goals.

SUPER SPRINT — INSTRUCTIONS

SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.

IMPORTANT: If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside.
Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

OBJECT OF THE GAME/GAME DESCRIPTION

Experience the speed and danger of Grand Prix racing on seven exciting tracks. Compete against a friend or computer-controlled "drone" cars. Your goal is to win a five-lap race on the first track, move up to the next, and keep winning until you finish all seven. Every track will drive you nuts with oil spills, twisters, exploding traffic cones, over/underpass and hairpin turns. Opportunities arise to let you customise your car with such options as super traction, higher top speed, and turbo acceleration. Go ahead. Burn some rubber and kick some asphalt.

I. INTRODUCTION

Super Sprint, the arcade hit, makes its home entertainment debut with this Tengen game for the Nintendo Entertainment System®. If you crave life in the fast lane, this is it! Super Sprint is racing action at its best. Seven exotic race tracks, a unique view of the entire track on one screen, dangerous obstacles, valuable bonuses - it's all here! Race against computer-controlled drone cars or shift into intense competition against a friend in a pedal-to-the-metal 2-player race for the finish line!

Along the way you must dodge oil slicks, exploding cones and tornados. Collect wrenches to upgrade your vehicle with special features such as *turbo acceleration* and *extra traction.*

A race ends after five grueling laps, and the winner advances to the next heat on a new track. The game ends when a computer-controlled car wins the race. To restart racing at the track and level where you just lost, press the B button.

Each race level is a combination of track and obstacle difficulties. Tracks 1 through 7 correspond to levels 0 through 6. Your second time on tracks 1 through 7 will be even tougher: you'll face more obstacles and faster drone cars. This time, tracks 1 through 7 become levels 7 through 13, and so on.

Racers, start your engines!

II. HOW TO OPERATE THE CONTROLLER

SELECT: Use the SELECT button to choose between a one-player and two-player game. Either Controller 1 or 2 can be used to select. (Note: If the game selection screen isn't displayed when you're ready to play, press either the SELECT button or the START button).

START: After you have selected either a one-player or two-player game, begin the game by pressing the START button. The first track will appear on the screen.

One-player game: Controller 1 lets you drive the yellow car; Controller 2, the blue car. Cars not driven by you are computerised drone cars that you must beat.

Two-player game: Player 1 will drive the yellow car and player 2 will drive the blue car. The red and grey cars are computerised drones that compete against you and your friend.

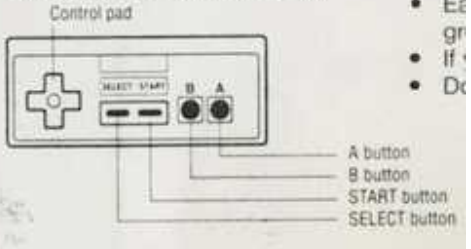
To join a one-player game in progress: If you're competing in a one-player game and a friend wants to join in, simply wait for the WINNER screen to appear (at the end of a race) and press the START button on the controller not in use.

[B] The B button has two functions:

1. For quick replay of a race you've just lost: At GAME OVER, press B on either controller. Your customising features stay with your car, but you'll lose all wrenches and points. Caution: This feature only works twice. Pressing the B button a third time will restart the game from the beginning.

2. To skip a screen: Any time there's a delay at a screen (for example, the WINNER screen), press the B button to skip directly to the next screen. Note: If you skip over the WINNER screen in a one-player game, you won't be able to add a friend to a game in progress.

PAUSE: If you wish to interrupt play during a game, press the START button. The game will stop, and the word PAUSE will appear in the middle of the screen. Press the START button again to continue playing. The word PAUSE will then disappear, and the game will continue where you left off.



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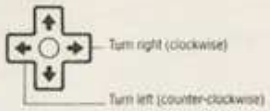
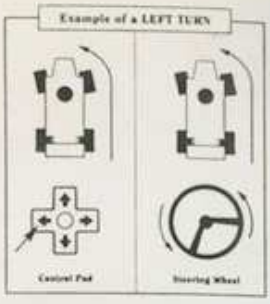
Note: The direction of a turn is always from the car's point of view. For example, a left turn means to the car's left, not necessarily to the left of the screen.





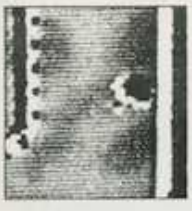
III. SCORING

The scoring system is the same for all seven tracks. There are fourteen different check points for each lap. Each check point, when crossed in the correct order, is worth 100 points, providing a possible 1400 points per lap, or 7000 points plus 1000 points bonus for the winner of each five lap race.

You can also add 3000 points to this by selecting "INCREASE SCORE" from the vehicle customising screen. The only other way to score points is by collecting bonus flags when they appear on the tracks. The flags can be worth either 100 or 150 points. During a race the flags will unpredictably appear for a short time at certain points on the track. When you run over a flag, you add the flag's point value to your score.

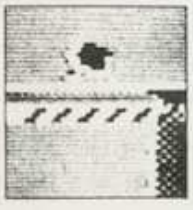
IV. OBSTACLES TO AVOID

WATER PUDDLE: Slows you down without causing you to lose control.



MUD PUDDLE: Spins your car 360° and causes you to slow down.

OIL SLICK: Spins your car 360°.



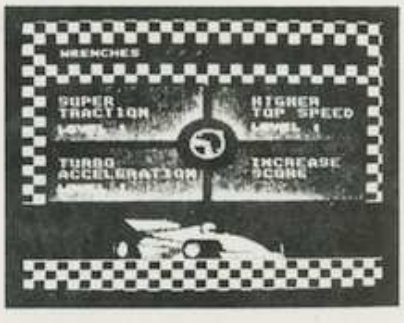
EXPLODING CONES: As you hit the cones, they explode and disappear, causing you to slow down. Cones slow you down more than water puddles and mud puddles.

THE TORNADO: This is like a moving oil slick - it will spin your car 360°.

HYDRAULIC POLES: These poles rise up from the track to obstruct your safe passage. They alternate going up and down, and only one pole will be up at a time.

V. CUSTOMISING YOUR VEHICLE

You can customise your mean machine by picking up wrenches that appear on every track. There are two wrenches in each five-lap race.



One-player game: You must collect at least two wrenches *and* win the race. If you do so, the screen to customise your car will appear after the winner's circle screen. You can then choose either to increase your total score or to customise your vehicle with *super traction, higher top speed,* or *turbo acceleration.*

Two-player game: You need the two wrenches *and* a human player must win in order to customise your car.

VI. TIPS AND STRATEGY

- The best way to guarantee success is to start out fast, drive hard (but carefully) and try to maintain the lead throughout the race.
- If you do fall behind, some tracks allow you shortcuts. We'll leave it to you to find them.
- Try to collect both wrenches every race. Spend them to increase your car's attributes and leave "INCREASE SCORE" for later rounds.
- Each track has an optimum "groove" which provides the quickest time around the track. With a little practice, you'll find the groove and 1st place.
- If you should find yourself in a spinout, it is possible to correct more quickly by trying to steer out of it.
- Don't go out of your way to collect bonus points. You get the highest scores by staying in the race.

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